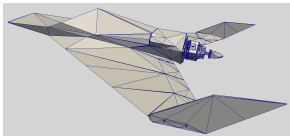
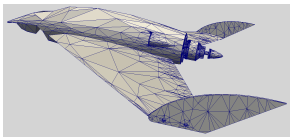


A curvature-adapted anisotropic surface mesh [Dassi & Si, 2013]

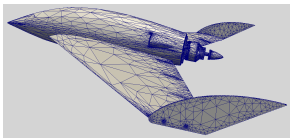
The input mesh



The mesh at iteration 10

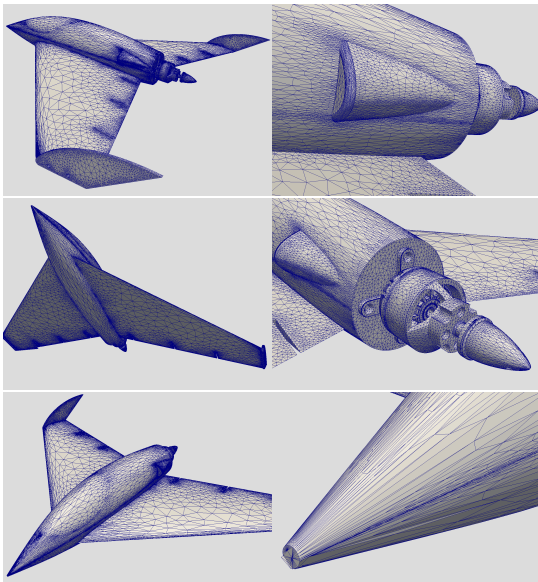


The mesh at iteration 30



Total iterations: 58
CPU time: about 15 hours
(due to vertex relocations)

Used tools: OpenCASCADE and Gmsh.



The final mesh: 60,944 nodes, 121,960 triangles.